

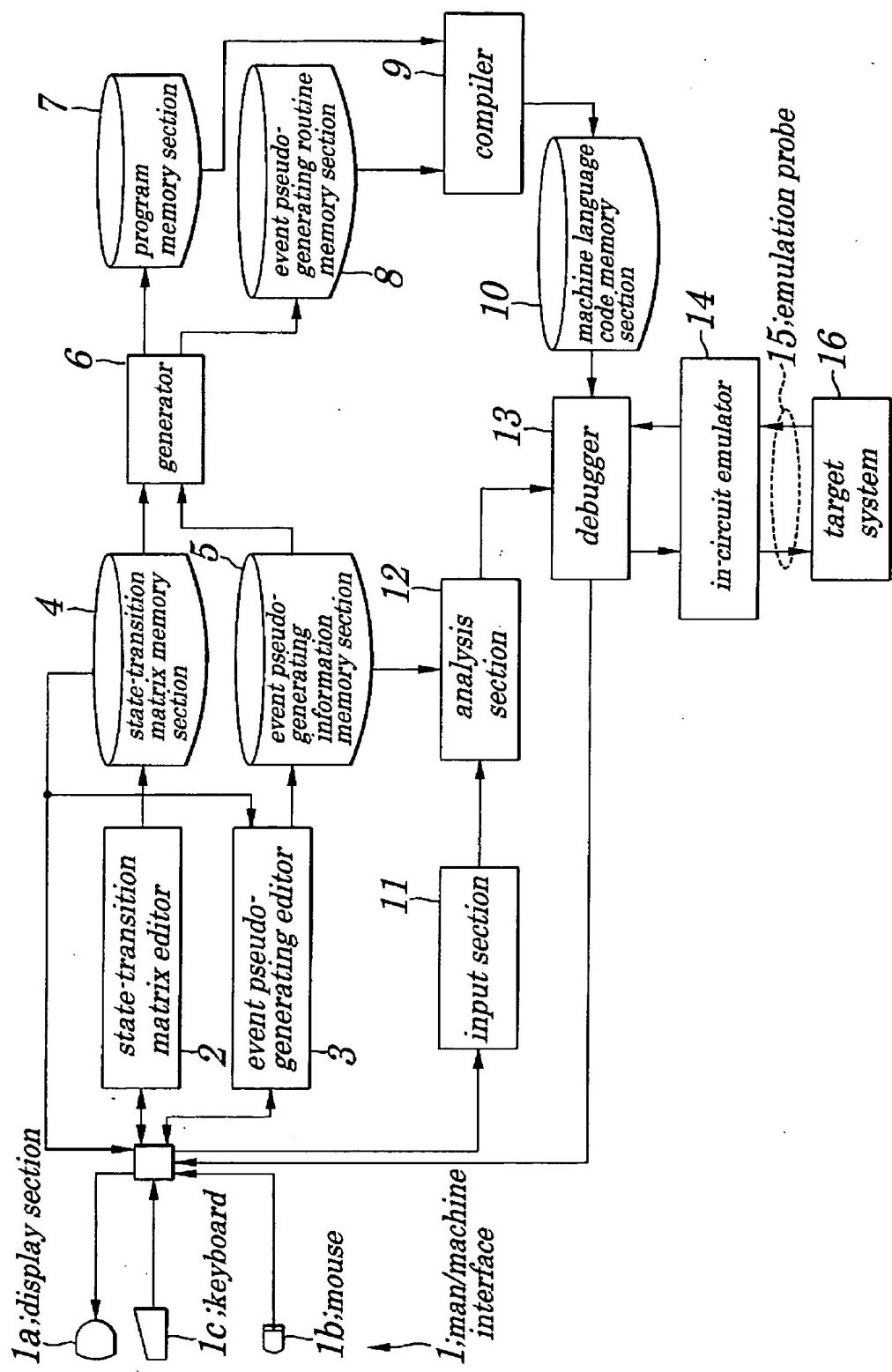
**FIG. 1**

FIG.2

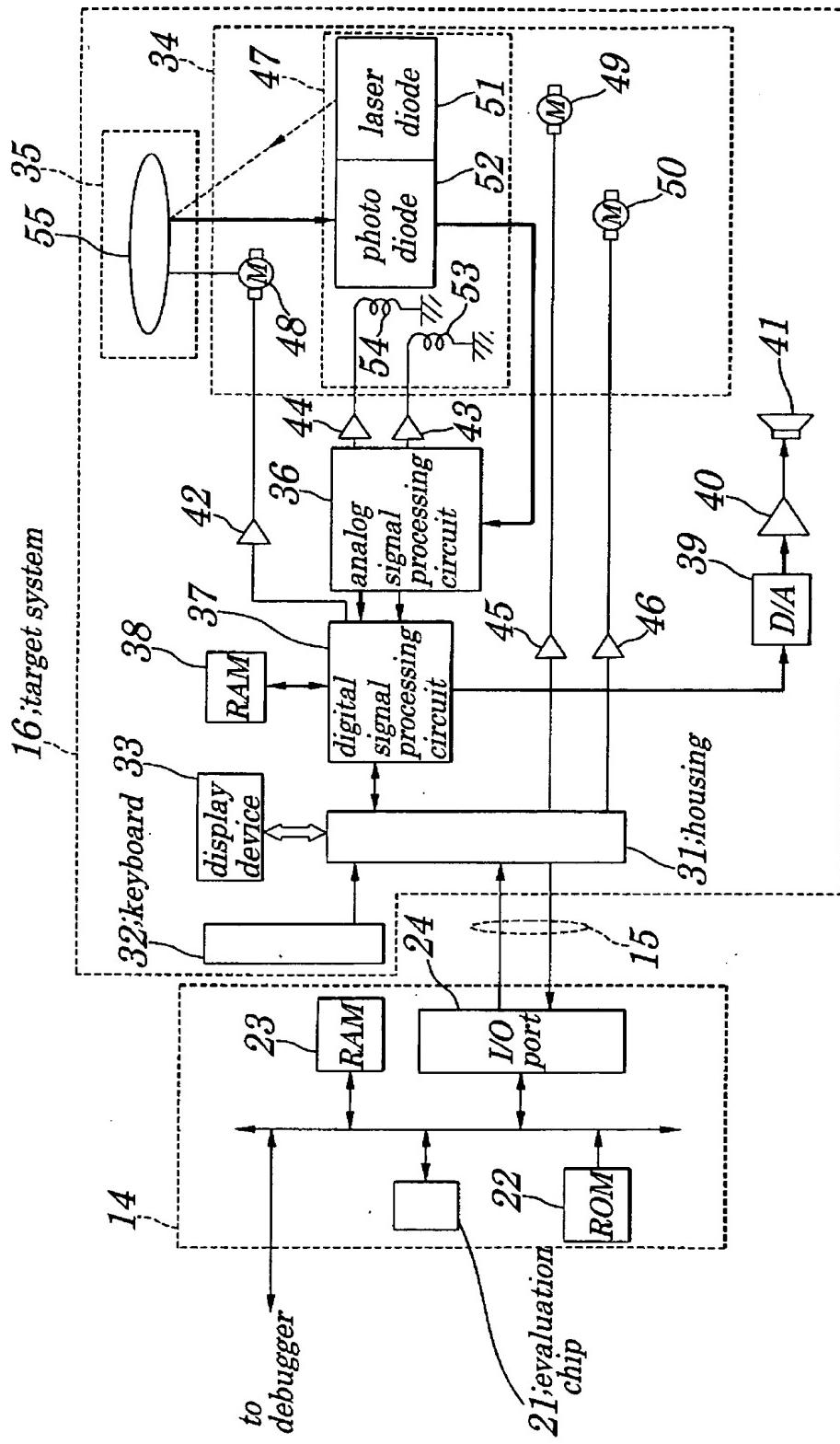


FIG. 3

|                  |    | stopping                     | tray opening                               | TOC reading   | time code displaying  | moving to first music | moving to second music | reproducing |
|------------------|----|------------------------------|--|---|---|-----------------------|------------------------|-------------|
| E/S              | S  | 1                            | 2  | 3   | 4   | 5                     | 6                      | 7           |
| tray key input   | 1  | T motor:<br>clockwise<br>ON  | T motor:<br>counterclockwise<br>ON<br>⇒.   | X   | X   | X                     | X                      | X           |
| SI:OFF→ON        | 2  | T motor:<br>OFF⇒tray opening | /  | X   | X   | X                     | X                      | X           |
| SI:OFF→ON        | 3  | /                            | T motor:OFF<br>F motor:ON<br>⇒ TOC reading | /   | /   | /                     | /                      | /           |
| TOC input        | OK | /                            | /  | F motor:OFF<br>⇒ time code display<br>⇒ TOC reading | /   | /                     | /                      | /           |
|                  | NG | /                            | /  | F motor:OFF<br>⇒ stopping                           | /   | /                     | /                      | /           |
| search key input | 6  | /                            | /  | /   | F motor:ON<br>⇒ search process<br>to first music<br>⇒ moving to first music | X                     | X                      | X           |
| play key input   | 7  | /                            | X  | X   | X   | X                     | X                      | X           |
| stop key input   | 8  | /                            | /  | /   | /   | X                     | X                      | X           |

***FIG.4***

```

rcv_msg(ReceiveEvent, KEY_MSG);
if(ReceiveEvent == PLAY_KEY)
{
    reproducing process
}
else if(ReceiveEvent == STOP_KEY)
{
    stopping process
}

```

***FIG.5***

```

if(FakeEvent == EVENT_KEY_PLAY)
{
    SendEvent = PLAY_KEY;
    snd_msg(KEY_MSG, SendEvent);
}
else if(FakeEvent == EVENT_KEY_STOP)
{
    SendEvent = STOP_KEY;
    snd_msg(KEY_MSG, SendEvent);
}

```

FIG. 6

|                  |                              | stopping                            | tray opening  | TOC reading  | time code displaying  | moving to first music | moving to second music | reproducing | emulation                                     |
|------------------|------------------------------|-------------------------------------|---|--|---|-----------------------|------------------------|-------------|---|
| E                | S                            | 1                                   | 2   | 3  | 4   | 5                     | 6                      | 7           | start   |
| tray key input   | T motor:<br>clockwise<br>ON  | T motor:<br>counter-clockwise<br>ON |   | X  | X   | X                     | X                      | X           | finish  |
| SI:OFF→ON        | T motor:<br>OFF⇒tray opening |                                     | X   | X  | X   | X                     | X                      | X           |   |
| SI:OFF→ON        | 3                            | /                                   | T motor:OFF<br>F motor:ON<br>TOC reading<br>⇒ TOC reading | /  | /   | /                     | /                      | /           |   |
| TOC input        | OK 4                         | /                                   | /   | F motor:OFF<br>time code display<br>⇒ time code displaying | /   | /                     | /                      | /           |   |
|                  | NG 5                         | /                                   | /   | F motor:OFF<br>⇒ stopping                                  | /   | /                     | /                      | /           |   |
| search key input | 6                            | /                                   | /   | /  | F motor:ON<br>search process<br>to second music<br>⇒ moving to second music | X                     | X                      | X           | current state<br>moving to second music       |
| play key input   | 7                            | /                                   | /   | X  | X   | X                     | X                      | /           |   |
| stop key input   | 8                            | /                                   | /   | /  | X   | X                     | X                      | X           | F motor:OFF<br>stopping process<br>⇒ stopping |

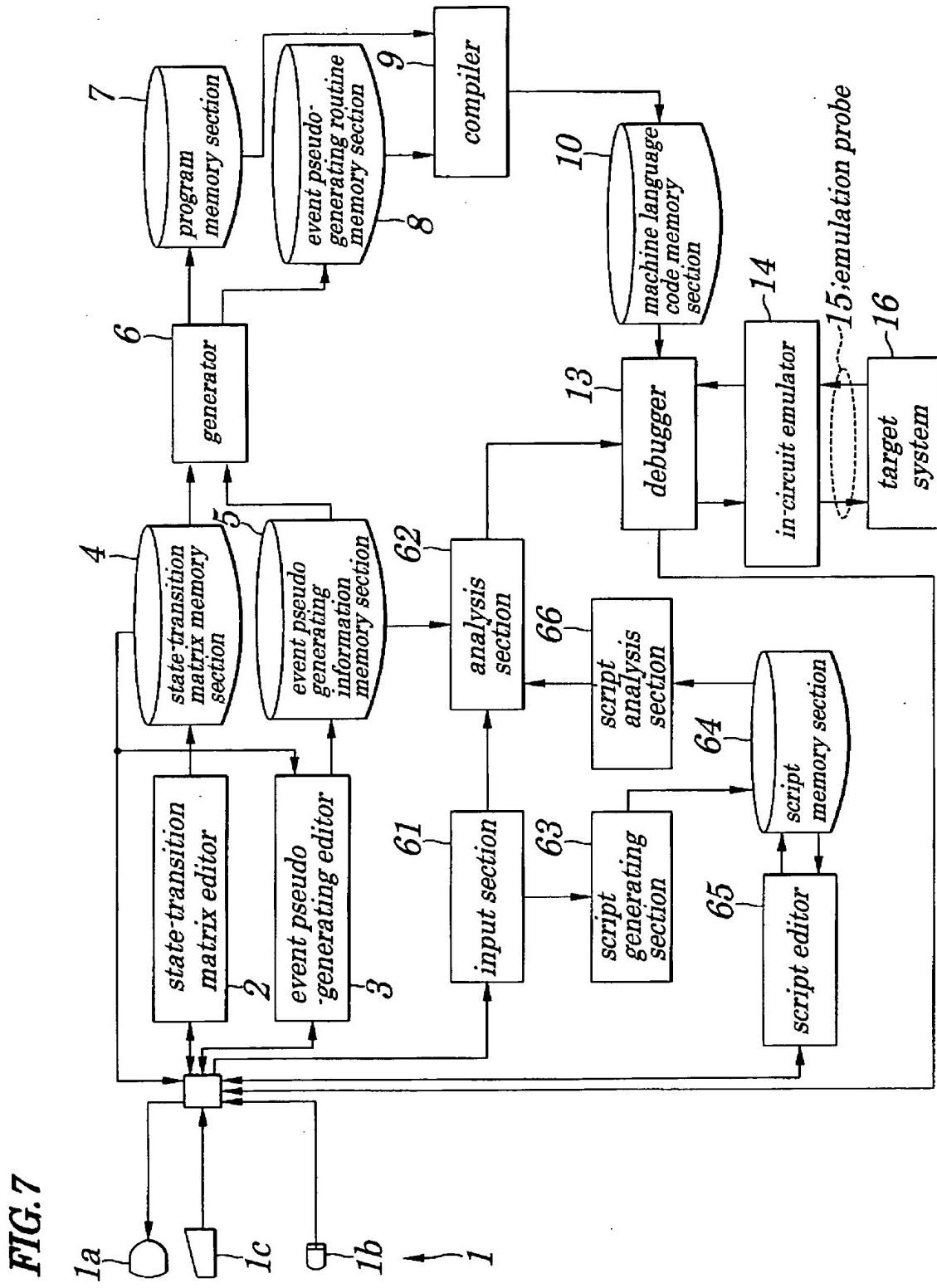


FIG.7